

PSYCHOLOGICAL WAR ATTACK/DEFENSE CHESS GAME STRUCTURE

BACKGROUND OF THE INVENTION

The present invention is related to a psychological war attack/defense chess game structure including a main body, two chessman drawers, several attack chessmen, ace chessmen and defense chessmen. The main body is formed with multiple passages for placing the attack chessmen or ace chessmen therein. Two end faces of each passage are respectively formed with arched slits for inserting the defense chessmen therein. The chessman drawers are respectively transversely disposed at two ends of lower side of the main body. A rest space is arranged under each end of the passage. After a chessman of an opponent successfully attack in, the chessman will automatically drop out of the passage into the rest space and be located therein.

It is known that Chinese chess, gobang, jump chess, checkers are all played on a plane chessboard. The chessmen are moved on the chessboard. It often takes place that when incautiously touched or by blown by wind, the positions of the chessmen will unexpectedly change. This leads to failure of the game. In addition, these chess games have complicated rules and thus are hard to learn. Therefore, it is tried by the applicant to develop a new stimulating and funny chess game which can be easily played by two players.

SUMMARY OF THE INVENTION

It is therefore a primary object of the present invention to provide a psychological war attack/defense chess game structure. The playing rule of this chess game is simple so that all ages of players can play the chess game. According to a strategy, when the ace chessman of a player

breaks through the defense of an opponent and drops into a rest space of the opponent, the player wins the game.

It is a further object of the present invention to provide the above psychological war attack/defense chess game which has simple structure and can be easily manufactured and played. The manufacturing cost for such chess game structure is lower so that the chess game can be popularly played.

According to the above objects, the psychological war attack/defense chess game structure includes a main body, two chessman drawers, several attack chessmen, ace chessmen and defense chessmen. The chessman drawers are respectively transversely disposed at two ends of lower side of the main body. A lower edge of the chessman drawer is upward recessed to form an arched handle for conveniently drawing out and closing the chessman drawer. The main body is formed with multiple passages for placing the attack chessmen or ace chessmen therein. Two end faces of each passage are respectively formed with slits for inserting the defense chessmen therein. The chessman drawers are respectively transversely disposed at two ends of lower side of the main body. The chessman drawer is formed with receptacles for respectively accommodating the chessmen. When the chessman drawers are drawn out, the game is going to start. When stored, the chessman drawers are pushed back into the main body. A rest space is arranged under each end of the passage. The ace chessmen and attack chessmen are all cylindrical. The front end of the ace chessman is identical to the front end of the attack chessman. The tail ends of the attack chessmen and the ace chessman respectively have different circular colored plates, or characters, pictures or numerals. The defense chessmen are thin circular discs. After a chessman of an opponent successfully attack in, the chessman will

automatically drop out of the passage into the rest space and be located therein. At this time, the tail end of the chessman is directed upward to show whether the chessman is an attack chessman or an ace chessman.

The present invention can be best understood through the following description and accompanying drawings wherein:

BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a perspective exploded view of the present invention;

Fig. 2 is a perspective assembled view of the present invention;

Fig. 3 is a front view of the present invention; and

Fig. 4 is a perspective view of the present invention, showing that various chessmen are placed in the main body and the chessman drawer of the present invention.

Fig. 5 is another perspective view of the present invention, showing that various chessmen are placed in the main body and the chessmen drawer of the present invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

Please refer to Figs. 1 to 3. The present invention includes a main body 1, two chessman drawers 2, several attack chessmen 3, an ace chessman 4 and several defense chessmen 5. The attack chessmen 3 and the ace chessman 4 are all cylindrical. The front end of the ace chessman 4 is identical to the front end of the attack chessman 3. At least one end of the attack chessmen 3 and the ace chessman 4 respectively has different distinguishable marks such as colored plates 31, 41 or characters, pictures or numerals. The defense chessmen 5 are thin circular discs. The upper side of the main body 1 is formed with multiple passages 11.

The openings near two ends of each passage 11 are respectively formed with arched slits 111 for inserting the disc-shaped defense chessman 5 therein. A rest space 112 is arranged under each opening of the passage 11. The chessman drawers 2 are respectively transversely disposed at two ends of lower side of the main body 1. The upper side of the chessman drawer 2 is formed with a receptacle 23 for accommodating the attack chessmen 3 and the ace chessman 4 and a receptacle 25 for accommodating the defense chessmen 5. In addition, the chessman drawer 2 is formed with a receiving space 26 reserved for the attack chessmen of the match. The lower edge of the chessman drawer 2 is upward recessed to form an arched handle 27 for conveniently drawing out and closing the chessman drawer 2.

Referring to Fig. 4, the length of the passage 11 of the main body 1 is substantially equal to the total length of three attack chessmen 3. The attack chessmen 3, ace chessman 4 and the defense chessmen 5 can be stably placed in the receptacles 23, 25 of the chessman drawer 2. When the chessman drawers 2 are drawn out, the game is going to start. When stored, the chessman drawers 2 are pushed back into the main body 1. The present invention can be played in many manners such as four-passage, five-passage, six-passage, seven-passage, nine-passage and ten-passage playing manners. With four-passage, six-passage and ten-passage playing manners exemplified, the rule of the game is described with reference to Figs. 2, 3 and 4 as follows:

(1) Four-passage playing manner:

1. Each side owns an ace chessman 4, a defense chessman 5 and eight attack chessmen 3.
2. First, the ace chessman 4 and three attack chessmen 3 are placed in four passages 11 in a standby state.

3. Each side each time can only choose to attack or defend or transfer the defense.
4. When seeing the attack chessman 3 (may be the ace chessman 4) of the match coming, the player can use the defense chessman to stop the attack chessman 3. Under such circumstance, the player also loses one chance of attack.
5. When seeing the attack chessman 3 (may be the ace chessman 4) of the match coming again, in the case that the defense chessman 5 has been used to keep another passage 11, the player can selectively transfer the defense. However, at this time, the player takes the risk that the ace chessman 4 of the match is in the passage 11. Because in this case, the ace chessman 4 of the match may successfully attack and the player will lose the game.
6. All the attack chessmen 3 of the match, which successfully attack should be placed in the receiving space 26. The player's own ace chessman 4 or attack chessmen 3 which are pushed back can be further used. Accordingly, in the case that two attack chessmen 3 of one side have successfully attacked the other side, the other side loses the game. In the case that the attack chessmen 3 have been exhausted and there is still no winner, it is regulated that the player who first exhausts his attack chessmen 3 is the winner.

(2) Six-passage playing manner:

1. Each side owns two or one ace chessman 4, two or one defense chessman 5 and ten attack chessmen 3. The above four conditions can be determined by negotiation between two sides.

2 to 6 are identical to those of the above four-passage playing manner.

(3) Ten-passage playing manner:

1. Each side owns one, two or three ace chessmen 4, one, two or three defense chessmen 5 and fifteen attack chessmen 3. The above nine conditions can be determined by negotiation between two sides.

2 to 6 are identical to those of the above four-passage playing manner.

The game of the present invention is a kind of predictive intelligent game. This game is played smoothly without violent competition. After the attack chessman 3 of the opponent is pushed out of the passage 11, the attack chessman 3 will drop into the rest space 112 of a player with tail end directed upward. Therefore, it can be immediately known whether the attack chessman 3 is the ace chessman. If so, the player loses the game. After the game is over, the attack chessmen 3, ace chessman 4 and the defense chessmen 5 are placed back into the receptacles 23, 25. The attack chessmen 3 of the opponent in the receiving space 26 are placed back to the receptacle 23 of the chessman drawer 2 of the opponent. Then the chessman drawer 2 is pushed back to its home position under the main body via the arched handle 27 and stored in a sealed state.

Fig. 5 is another perspective view of the present invention. The main difference between Fig. 5 and Fig. 1 to 4 is that the receiving spaces 26 which are reserved for the attack chessmen 3 of an opponent are removed from the chessman drawer 2. Furthermore, the positions of the receptacles spaces 23 and 25 for accommodating the player's

own attack chessmen 3, ace chessman 4 and defense chessmen 5 are changed, especially the receptacles 25 are moved to the two lower edges of the chessman drawer 2 for accommodating the defense chessmen 5. According to the above arrangement, the psychological war attack/defense chess structure of the present invention is very funny without over-severe stimulation. Also, the game is intelligent and has simple structure which can be easily played. This game is suitable for all ages of players and can be conveniently stored in a tidy state. The chessman drawers can be combined with the main body in a sealed state without wasting any room.

The above embodiments are only used to illustrate the present invention, not intended to limit the scope thereof. Many modifications of the above embodiments can be made without departing from the spirit of the present invention.